

APPENDIX F

HAND GRENADE ASSAULT COURSE

1. **Task.** Engage targets with hand grenades.
2. **Conditions.** During daylight, under existing weather conditions, given six hand grenades and six targets that can be engaged on a hand grenade assault course; prescribed uniform: C.
3. **Standards.** Throw each grenade so it explodes within the 5-meter effective bursting radius for that target. While at the throwing position, the cadet will not expose himself/herself for more than 5 seconds at any one time. Scores will be recorded on CC Form 202-R.
4. **Script.** The script below contains the minimum instructions to be announced at the beginning of the event. It is a guide and OICs may add to it, as appropriate, to accommodate environmental requirements at their site.

The Grenade Throw OIC will say:

"Let me have your attention. At this station you will be required to negotiate the Grenade Assault Course (encl) as quickly as possible, engaging each target with one hand grenade. Scores will be based on accuracy, proper technique, and time. The time will start on the command 'Begin' and end when you cross the finish line. On the Command 'Begin,' you will run 50 meters to the first throwing point, take appropriate cover, and throw one hand grenade at the target. When the grenade detonates, move out to the next point. Scoring will be as follows:

"The point at which the fuse detonates determines the score. Scoring will be in accordance with the Hand Grenade Assault Course Score Sheet. Each cadet may receive a total of 200 points for this event.

Pause and say:

"Begin." Start timing. When each cadet crosses the finish line, stop time. Repeat sequence for each cadet.

5. **Notes.**
 - a. Have each cadet fill in required information on score sheet.

b. If fuses are used, score where the grenade rests when the fuse detonates. Count as a hit if fuse detonates while on the line, or a grenade without a fuse comes to rest on the line.

c. Give walk-through demonstration which includes real time movement between positions, and an explanation of the required actions at each position.

d. Give safety briefing.

6. Scoring.

a. The Hand Grenade Assault Course event scoring consists of:

1. Nine cadets compete in this event. Count the eight best scores for the team total. Should a cadet become injured, only eight cadets need compete.

2. Four points awarded at each throw for proper throwing technique.

3. Twenty-five points for each direct hit.

4. Thirteen points for detonation within the five meter radius for stations 1, 3, and 4.

5. Fifteen points for detonation within the five meter radius for station 5.

6. Zero points for misses.

7. Individual time points in accordance with the following time matrix.
(Maximum of 36 points)

HAND GRENADE ASSAULT COURSE TIME MATRIX

<u>TIME</u>	<u>POINTS</u>	<u>TIME</u>	<u>POINTS</u>
:00 - 7:00	36	10:01 - 10:10	17
7:01 - 7:10	35	10:11 - 10:20	16
7:11 - 7:20	34	10:21 - 10:30	15
7:21 - 7:30	33	10:31 - 10:40	14
7:31 - 7:40	32	10:41 - 10:50	13
7:41 - 7:50	31	10:51 - 11:00	12
7:51 - 8:00	30	11:01 - 11:10	11
8:01 - 8:10	29	11:11 - 11:20	10
8:11 - 8:20	28	11:21 - 11:30	9
8:21 - 8:30	27	11:31 - 11:40	8

HAND GRENADE ASSAULT COURSE TIME MATRIX (CONT'D)

<u>TIME</u>	<u>POINTS</u>	<u>TIME</u>	<u>POINTS</u>
8:31 - 8:40	26	11:41 - 11:50	7
8:41 - 8:50	25	11:51 - 12:00	6
8:51 - 9:00	24	12:01 - 12:10	5
9:01 - 9:10	23	12:11 - 12:20	4
9:11 - 9:20	22	12:21 - 12:30	3
9:21 - 9:30	21	12:31 - 12:40	2
9:31 - 9:40	20	12:41 - 12:50	1
9:41 - 9:50	19	12:51 - GREATER	0
9:51 - 10:00	18		

- b. Maximum total points: 200.

